Computer Games Development

Dundee and Angus College

Venues

Gardyne Campus

Content

Have you ever wondered how computer games are made? Where do the characters come from? How was the media created? What makes the code work? On this innovative and practical course, you will learn the entire game development process, from designing game mechanics and user interface to creating graphics and the finished game.

This will be a mix of practical and theoretical learning. Subjects include:

Game Programming Fundamentals; Game Design Theory; Game Interface Design; 2D Animation; Working in a Project Team; Project management; Pitch a treatment; Calculus and Matrices for Computer Games; Game Technology.

Start Date

August

Qualification

HNC

Study Method

Full time

Course Length

1 year

Department

Computing and Creative Media

Entry Requirements

2 Highers including Maths or a science or technological subject plus National 5 Maths at B; or relevant Foundation Apprenticeship, or relevant national qualifications at SCQF Level 6.

SCQF Level

7

SCQF Points

«SCQFPoints»

Combination Courses

«htmlCombinationCourse»   «htmlCombinationUCASCode»

Address

«Address»

Website

www.dundeeandangus.ac.uk